User Manual

English

March 23, 2012
PCB Revision: v1.00
Firmware: v3
OS: v1

krikzz.com everdrive.us stoneagegamer.com

ROM Files and System Hardware

1. Certain ROM file formats will not work correctly on the Mega EverDrive. It is highly recommended the user uses "romsets" that are generated by GoodGen 3.0.
2. If the user does not use the correct "romset" format then the game may not play or may be buggy.
3. We offer no support if the user uses modified or hacked game files. Many of these modified or hacked game ROMs will only run on emulators and not original hardware.
4. Modified/over clocked Genesis/Mega-drive systems or clone Genesis systems may or may not work. There is no guarantee the user's Mega EverDrive cart will work on a modified, over clocked, or clone Genesis/Mega-drive system. The Mega EverDrive is NOT compatible with AtGames® Firecore™ based clones.

Basic Controls

Start
Reload last game.

A
Open directory or open File Menu (if file is selected).

B
Goes back to parent directory or menu.

C
Main Menu.

Down + Start (During Game Play)
Open In-game Menu.

Main Menu

To access the Main Menu use (C) button on the controller.

Options

- **MEGAKEY Region**
  Should match ROM region. User can manually change if region was not detected correctly by OS.
- **MEGAKEY State**
  Enable or disable MEGAKEY function. This function allows imported games to run.
  In-game Menu
  Allows In-game Menu and Snapshot Saving functionality. For best compatibility it is suggested this function be disabled. Works only on standard Genesis games. This function is not available for 32X, Sega Master System, Super Street Fighter II, and large sized hacks.
- **Mapper**
  Force a certain mapper. Normally correct mapper is detected by OS.
  Available modes:
  - MD: Regular Genesis/Mega-drive game
  - SSF: Super Street Fighter II mapper
  - CD: CD BIOS mode
  - SMS: Sega Master System game
  - MD 10M: Large sized hacks
  - 32X: Sega 32X game
  - OS: Used by cart menu system. Can also be used by homebrew software developers. In this mode all hardware registers of the cart are unlocked for programmers. This opens access to USB and SD ports.
- **SMS Mapper**
  Force a certain SMS mapper. These are only active in SMS mode.
  Available modes:
  - Auto: All 3 mappers are active at the same time.
  - Sega: Standard Sega mapper
  - CodeMasters: CodeMasters mapper
  - Korean: Rare Korean mapper

Cheats

This menu allows the user to enter Game Genie™ and Play-Action Replay™ cheat codes.

If code slot is highlighted yellow then it is active, if gray then slot is disabled.

Cheats Menu navigation:

- **(A)** - Opens Code Editor
- **(B)** - Back to Main Menu
- **(C)** - Toggle current code slot on or off
- **D-pad Left/Right** - Switch between Game Genie™ and Play-Action Replay™ editor
- **D-pad Up/Down** - Select code slot

Code Editor navigation:

- **(A)** - Enter symbol
- **(B)** - Previous symbol entry
- **(C)** - Next symbol entry
- **D-pad** - Select symbol
- **Start** - Back to Cheats Menu. The user will also automatically be taken back to Cheats Menu after last symbol is entered.

Run CD

Run internal Sega CD BIOS. RAM cart function will also be active.

System Info

Information about Mega EverDrive cart.

- **Firm Version:** Current version of hardware core of cart.
- **OS Version:** Version of software core of cart.
- **MEGAKEY Mode:** Will read hardware or software mode. Software mode activated if the user is using a 32X or hardware mode was not able to be enabled due to some incompatibility.
- **System Type:** The region of the Genesis / Mega-drive.
- **CD-ROM:** Sega CD region. Will read "XXXX" if Sega CD is not detected.
- **Assembly Date:** Cart's day and year of assembly.
- **Assembly Time:** Cart's time of assembly.

About

Extra information about the cart.

File Menu

To access the File Menu the user must be in the File Browser. Highlight the file and hit the (A) button. The File Menu allows the user to select a game file, play and audio file, or open a file in the Hex Viewer.

Select and Start
Set highlighted game file as current game and start play.

Select Only
Set highlighted game file as current game, but do not start. To start this game later just hit (START) button.

Hex View
Open highlighted file in Hex Viewer.

In-game Menu

To access the In-game Menu the user must have the In-game Menu function enabled. While playing game hit Start + D-pad Down at same time.

Save State
Save Snapshot of current state.

Load State
Recall last Save State.

Back to Main Menu
Takes the user back to cart's Main Menu.

Additional Information

Operating System

The Mega EverDrive loads its operating directly from the SD or microSD card.

The Mega EverDrive OS (Operating System) file is "MEGAOS.BIN" and should be located in /MEGA/ folder that must be located in root of SD or microSD card.

To update the OS all that must be done is copy new OS file to /MEGA/ folder on SD card and overwrite old OS file.

Mega EverDrive boot loader will look for OS file on normal SD card slot first. If its not found it will then check microSD card slot. Cart will only browse files from SD card slot that OS was loaded from. Game saves will also be stored on the same card.

The Mega EverDrive has almost unlimited directory size. However its recommended to not keep more than 400 to 500 files in each directory. Anything higher than this may cause slowdown during directory loading.

Supported game file types: *.gen, *.bin, *.sms, and *.32x.

Game Saves

During game play the game save data is placed in the cart's SDRAM memory. This memory will lose all data after power is lost. So before turning console off console user should press the RESET button on system to go back to Main Menu and at this time all save data will be copied from SDRAM to the SD card automatically. When the user runs this game again the save data will be loaded from the SD card to SDRAM automatically.

In the case of the Nomad there is no RESET button on the system so the user must use the *SMS Pause* button on the top-side of the cart to reset.

In-game Menu

Some games may not work or may be operate erratically if In-game Menu option is enabled.

Snapshot Saves

Snapshot Saves is an experimental feature and this feature will not work perfect for all games. Some games may lose sound, hang, and other possible glitches may happen. This function will most likely be improved in future OS updates, but will most likely never work perfect on every single game.

Snapshot Saves will only work on regular Genesis / Mega-drive games. It will NOT work with Sega Master System, Sega CD, or 32X games. It will also not work on Super Street Fighter 2 and large game hacks.

It is recommended to use Snapshot Save feature while game is paused, however it is not required.

To make sure Save State saves to the SD card the user must hit system RESET button before powering console off. If using Nomad hit SMS Pause button on top-side of cart. Currently only one save state per game is possible.

Sega Master System / Nomad

Sega Master System games will not work via the 32X add-on. 32X does not allow the SMS mode to activated on Genesis.

Sega Master System games will also not work on Nomad without modification to the Nomad.

The button on top-side of cart is for pausing SMS games. This button can also be used to as a reset in Genesis mode (useful when playing on Nomad).

Sound File Playback

The Mega EverDrive currently allows 8-bit 22Khz Stereo WAV file playback. The (C) button allows user to switch between the internal Genesis DAC or Mega EverDrive's internal stereo DAC.

Mega EverDrive's internal stereo DAC sounds terrible on Genesis Model 2 with motherboard revision VA0-VA1.

Homebrew Development

USB Port allows the user to load the ROM file from a PC to cart memory and then run it. This is much quicker and easier than transferring to SD card for testing and debugging.

The USB port also allows the transfer of data back and forth between the PC and homebrew software.

Homebrew software can load its own customized firmware into the FPGA.

Mega EverDrive FAQs

Q: I am having some problems using Game Genie™ and Play-Action Replay™ codes, what should I do?

A: It is highly suggested the user learn how Game Genie™ and Play-Action Replay™ codes work before using them on the user's Mega EverDrive. The Game Genie™ and Play-Action Replay™ are not a creation of KRIKzz so support regarding them is limited.

Q: Which games are not supported by the Mega EverDrive?

A: Virtua Racing, Mega Man, and some EA sports game titles.

Q: Will the game I just played stay in memory with the power off?

A: No.

Q: Can I use the Mega EverDrive without a SD card after the game is loaded into memory?

A: No.

Q: Can I play Master System games with the 32X add-on connected?

A: No.

Q: Can I play Master System games with a Nomad?

A: Yes, however it requires a modification to the Nomad. It is suggested the user search the internet for how to enable SMS mode on the Nomad.

Q: Where can I get support on my Mega EverDrive?

A: Please visit the official EverDrive forum at AssemblerGames.com or visit the official EverDrive information site at EverDrive.us (currently under construction).

Q: Where can I get the latest OS updates for my Mega EverDrive?

A: Please visit KRIKzz.com or visit the official EverDrive information site at EverDrive.us (currently under construction).

Copyright © 2012 Stone Age Gamer / KRIKzz. All rights reserved.
All trademarks are property of their respective owner.